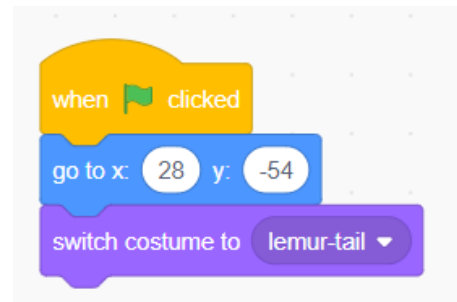
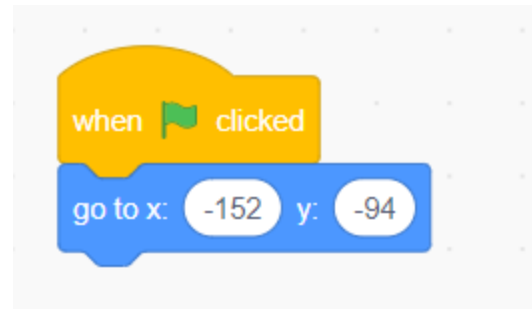
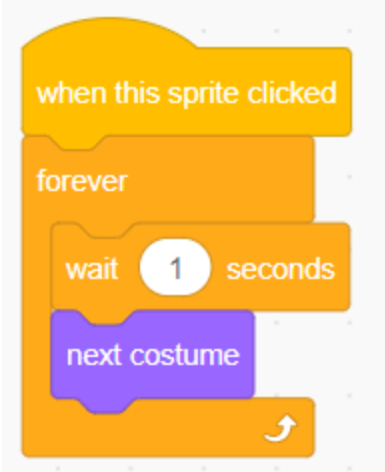
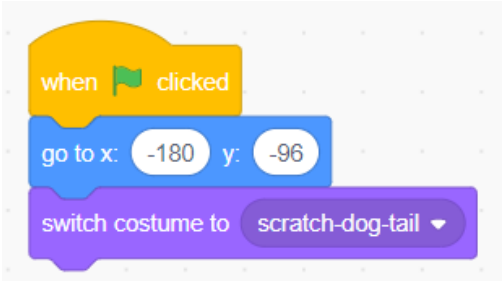
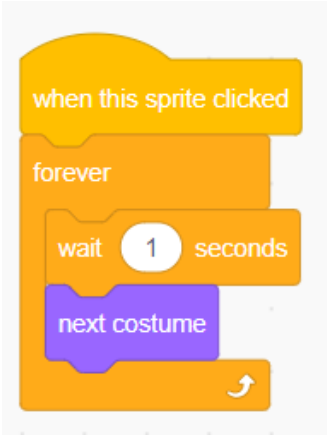


Scratch Wagging Tails

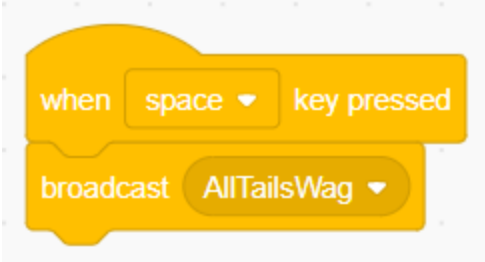
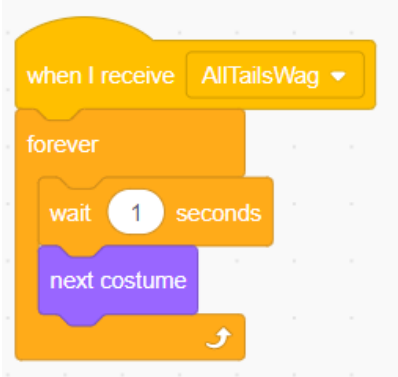
Pre-work	1) If you already have an account, you can use that one 2) Go to https://scratch.mit.edu/ 3) If you already have a Scratch account, click Sign In a) Enter the Username and Password for your account b) If you can't remember your Password (or username), use the Need Help? Link 4) If you don't already have a scratch account, click Join Scratch a) Choose a UserName (not your real name, but something you'll remember) b) Choose a Password you'll remember and enter it twice c) Click Next. d) Enter your birthdate, gender, and Country. Click Next. e) Enter your email address twice (you will get a confirmation email but we can leave that for later) f) Click Next, then OK Let's Go!
Project	This project is an attempt to recreate a synchronized animal tail wagging video like this one: https://www.youtube.com/watch?v=poaVyjiQd4
Getting Started	For this project, we're going to use a Starter that already has the Sprites. Go to https://scratch.mit.edu/projects/832736916/, make sure you are logged into Scratch and then click on the green Remix button.
Starting Places	Let's make sure we have everything set to start our video recreation as we want it. Click on each sprite and make sure you're in the Code window. 1. Add a When <green flag> clicked Event. 2. Add a Motion block to set the go to x & y position 3. Repeat this for all 4 sprites and then test to make sure the sprites start where you want them.
Initial Lemur Tail Costume	Click on the lemur-tail sprite and look at each Costume. Click on the lemur-tail sprite and make sure you're in the Code window. 1. Set the initial costume by adding the switch costume to <name> Looks block.



Scratch Wagging Tails

Wagging the Lemur Tail	Add an event to start and then forever wag the lemur's tail. Click on the lemur-tail sprite and make sure you're in the Code window. 1. Add the When this sprite clicked event. 2. Add the forever Control loop. 3. Inside the loop, add a wait 1 seconds Control block. 4. Then add a next costume Looks block below it.	
Testing	Test your code. Click the <green flag>. Click on the lemur tail to see it wag. What happens if you just click on the lemur? Do this multiple times.	
Initial Dog Tail Costume	Click on the scratch-dog-tail sprite and look at each Costume. Click on the scratch-dog-tail sprite and make sure you're in the Code window. 1. Set the initial costume by adding the switch costume to <name> Looks block.	
Wagging the DogTail	Add an event to start and then forever wag the dog's tail. Click on the scratch-dog-tail sprite and make sure you're in the Code window. 1. Add the When this sprite clicked event. 2. Add the forever Control loop. 3. Inside the loop, add a wait 1 seconds Control block. 4. Then add a next costume Looks block below it.	
Testing	Test your code. Click the <green flag>. Click on the lemur's tail to make sure it still works. Click on the dog's tail to see it wag. What happens if you just click on the dog? Are the tails synchronized?	

Scratch Wagging Tails

Wag together	Use a broadcast event to get the tails to synchronize their wagging. Click on the backdrop and make sure you're in the Code window. 1. Add the when space key pressed Event block. 2. Add a broadcast message1 Event block and then change message1 to AllTailsWag. Click on the lemur-tail sprite and make sure you're in the Code window. 1. Add the when I receive AllTailsWag Event block. 2. Add the forever Control loop. 3. Inside the loop, add a wait 1 seconds Control block. 4. Then add a next costume Looks block below it. 5. Repeat steps 1-4 for the scratch-dog-tail sprite.	 
Testing	Test your code. Click the <green flag>. Click on the tail to make sure it still works. Press the space bar on your keyboard. Do the tails synchronize now? Click the <red stop sign>. Then click the <green flag>. Press the space bar on your keyboard. Do the tails synchronize now?	

Other things to try:

- Look over the costumes for the tails, you might find you want to reorder them or change them in order to better synchronize the tail wagging.